ROBODEMONS

INSTRUCTION MANUAL

Color Dreams

ROBODEMONS CONTROL SUMMARY

Controls

Arrow Keys: Move in the direction indicated.
Start Button: Starts game. Pauses and restarts game.
Select Button: Brings up the score and level map.
Button A: Throws boomerang.
Button B: Makes the hero jump.
Holding down Button A and Pressing Start: Starts a new game from the current world.

Special Objects

Monsters and Demons: Some of these enemies can shoot. Some carry health inside.
Hearts: These give the hero health to protect him against attack.
Keys: Some doors require a key to open. Look for a keyhole.

PAINMASTER

I. INTRODUCTION

The evil demon king Kull has created a machine to transplant the souls of demons into the bodies of machines. With his army of ROBODEMONS he has cast a dark shadow over the region of Earth. You are a great warrior armed with your magical Boomerang. With it you must penetrate the seven gates of Hades that lead you to a confrontation with this demon king. Along the way you will free the condemned soul captives of Kull, wipe out his demons in their own living quarters, and destroy his Robodemon machine.

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo®system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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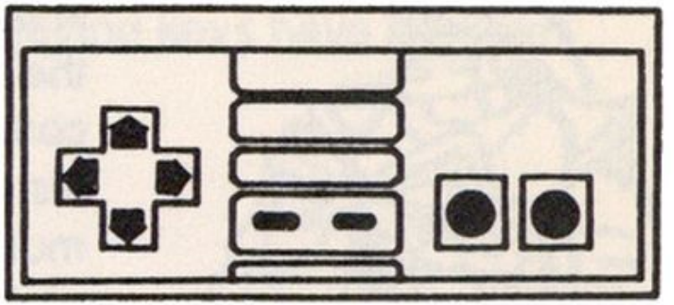
II. GAME CONTROL



Arrow Keys: Move in the direction indicated. Sometimes the hero walks, sometimes he flies using his booster rockets.

Start Button: Starts the game. Pauses and restarts game.

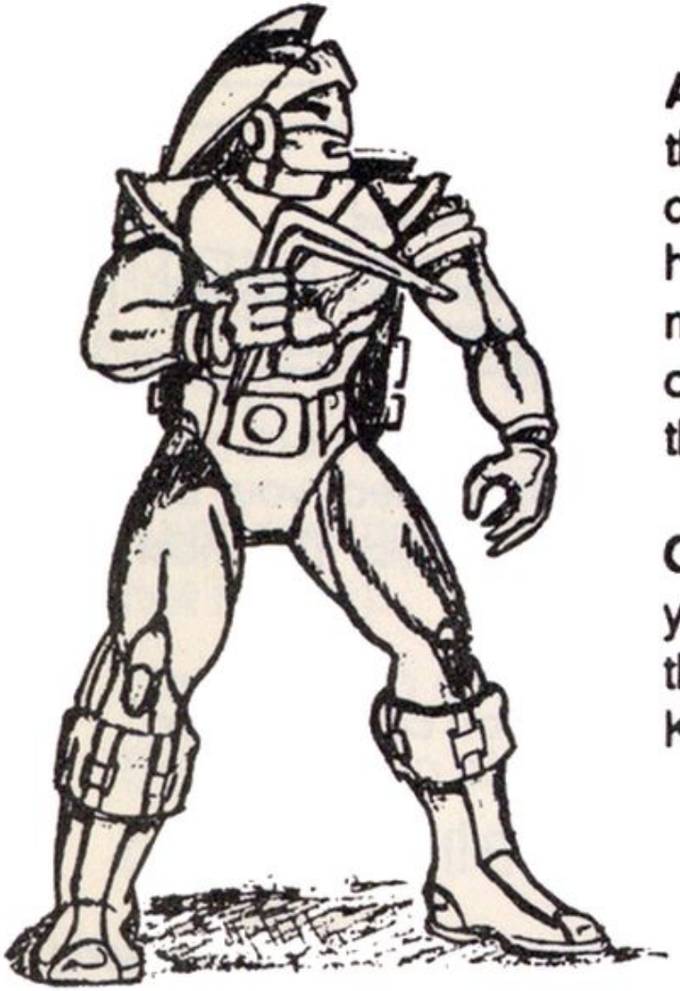
Select Button: Brings up the score and level map. Use this screen to check your score and to see where you are within the seven gates of Hades. The most powerful enemy in the current level is also shown here.

Button A: Throws boomerang. When it has returned to you, you can fire again.

Button B: Makes the hero jump. If the hero is flying, this button has no effect.

Holding down Button A and Pressing Start: Starts a new game from the current world.

III. MAIN CHARACTERS



A MOST
GREAT WARRIOR

A Most Great Warrior: This nameless hero has taken on the task of destroying the demon Kull and freeing the condemned souls. He is equipped with booster rockets on his back and can leap great distances. Some times he must rely on his booster rockets, sometimes he must rely on his quick reactions and jumping ability. Always he can throw his magical boomerang.

Condemned Souls: You will find these helpless souls of your ancestors trapped in one of the levels of Hades. Free them by touching them and their souls will be released from Kull's kingdom.

IV. SPECIAL OBJECTS

Keys: Keys are picked up by touching them. Doors requiring keys have keyholes. Doors without keyholes do not require a key.

Magical Doors: Some doors will not allow passage by the hero unless he has proven himself worthy. He must complete the quest he was given for that level in order to pass. For instance, in the demon factory he must completely destroy the demon machine and the demons who control it in order to pass through the door to the next level.

V. DEMONS

DEMON KULL

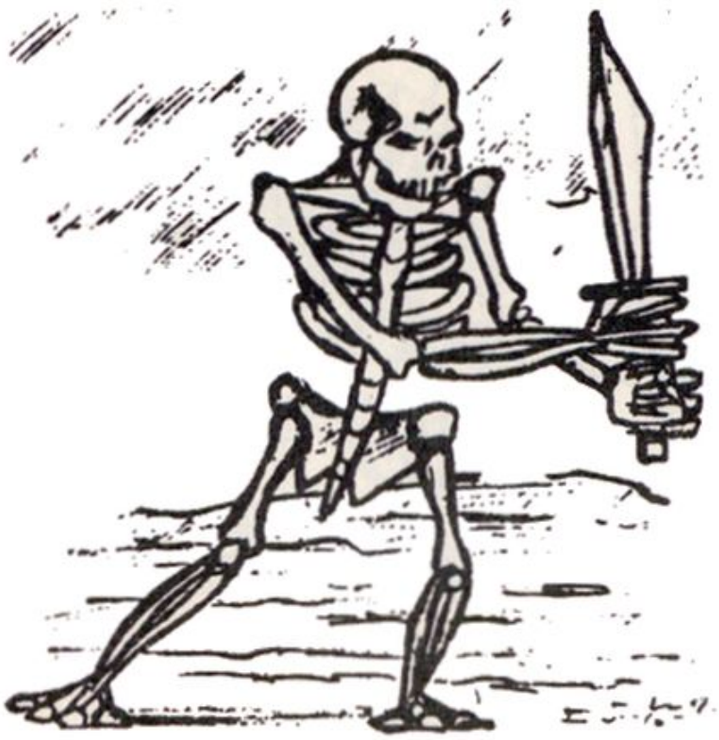
DEMON KULL: The king of the nether world of Hades. You must descend to the bottom of Hades to find and defeat this dreaded giant.

ROBODEMONS: These robotic monsters contain the souls of demons. You will have to kill them twice, once as a machine, once as a demon.

ROBODEMON

LESSER DEMONS: You will find a variety of these demon types ranging from Skeleton Warriors to Firebirds. Each level has a different type of enemy in the following order: Bone, Flesh, Fire, Condemned Souls, Demon's Quarters, Robodemon Factory, Kull's Palace.

VI. LEVELS



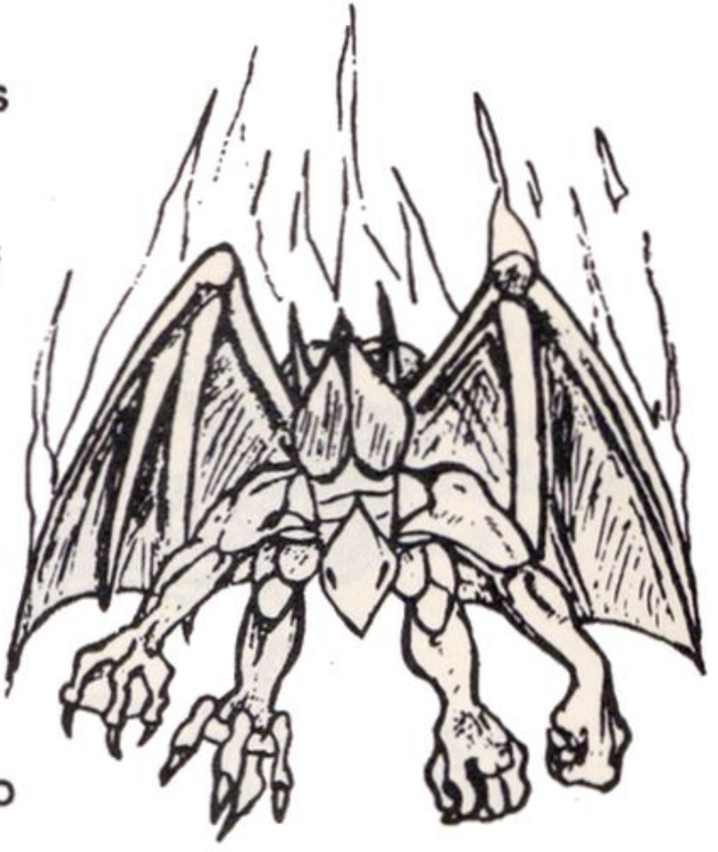
SKELETON WARRIOR

Kull's demon empire is divided into seven levels. In each of these seven realms live hideous monsters and demons who will try to stop the warrior from reaching the king demon Kull's palace. Your task in each level varies. Before each level the warrior must use his booster rockets to fly through a long and dangerous tunnel filled with demons and evil spirits. At the end of the tunnel you will then have to complete the task necessary to exit that level and get to the next.

The first level is the level of Bone. You must find the key to the stone doors at the end of this level and escape without loosing your life.

VI. LEVELS (Continued)

The second level is the level of Flesh. This pulsating level is especially tricky because there are no natural walkways. You must enter the living walls themselves to get around. Here too you must find the key and exit through the gates of Hades. Beware of the lake of acid bile that covers the floor of this world. If you fall in you will be melted and will loose your life.



FIREBIRD

The third level is the level of Fire. Again, your goal here is to pass this third level of the elements. You will need to find the key and must avoid stepping into flaming pools. Fire demons will chase you at every turn. You must trust moving platform bridges as these are sometimes the only way to get to your goal.

VI. LEVELS (Continued)

DEATH

The fourth level is the level of Condemned Souls. At this level you must free the spirits of your ancestors who are the captives of the demons who inhabit this realm. You will not be able to pass from this realm until you have helped all who are captive here.

The fifth level is the level of the Demon. In this level the Demons live in their plush and weird quarters relaxing in every conceivable way. You will have to fight your way through to find the key which is guarded by a magical statue of the demon Kull. The key is hidden in a treasure chest at his feet.

VI. LEVELS (Continued)

The sixth level is the level of the Robodemon Factory. It is here that King Demon's machine to create the demons is stored. You must destroy this machine and the demon technicians that run it. You will not be able to leave this realm until you have done so.

The seventh level is the palace of the king demon Kull. You must find and defeat this huge demon to complete your quest and win the game.

AMOEBIC
TENTACLON

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES®with respect to the receiver.
- Move the NES®away from the receiver.
- Plug the NES®into a different outlet so that NES®and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

ROBODEMONS EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____/_____/_____ PHONE # (Optional): (_____) _____--_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

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